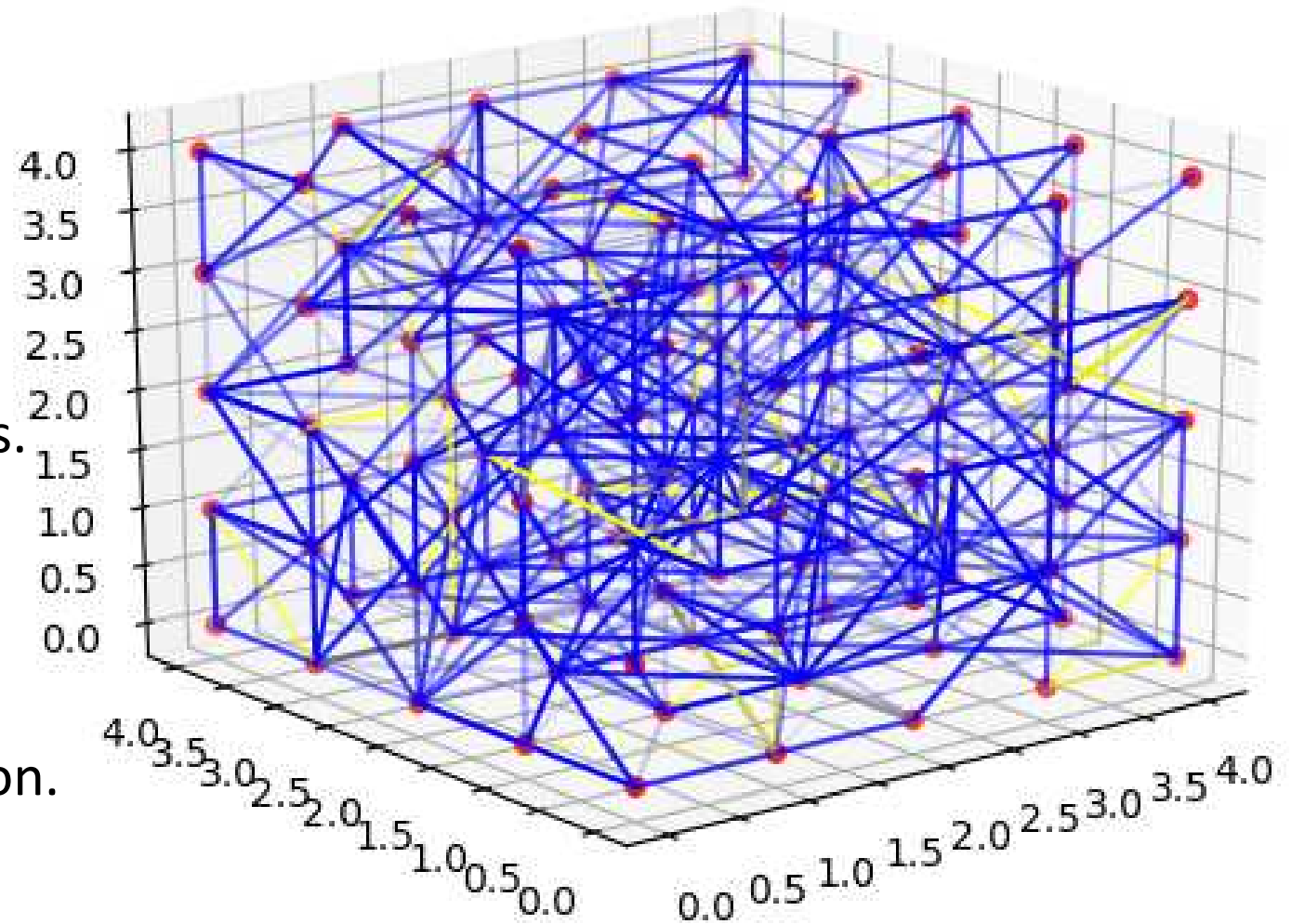


Liquid State Machine on Crossbar Device Modeling

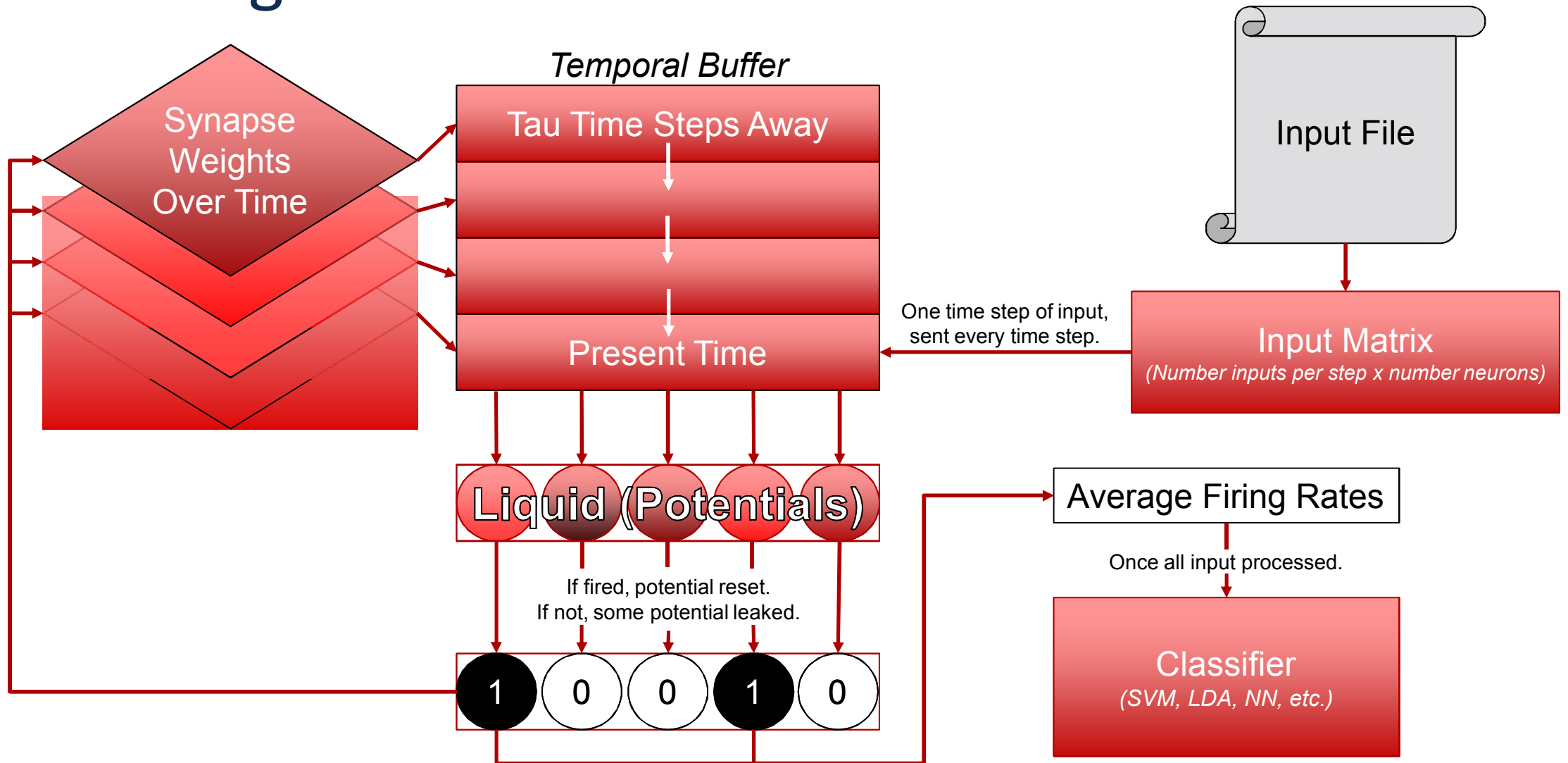
Luke McCormick

What is a Liquid State Machine (LSM)?

- Ripples on a liquid.
- Untrained reservoir.
- Expansion to higher dimensions.
- Multiple readouts.
- Temporal stack & direct injection.

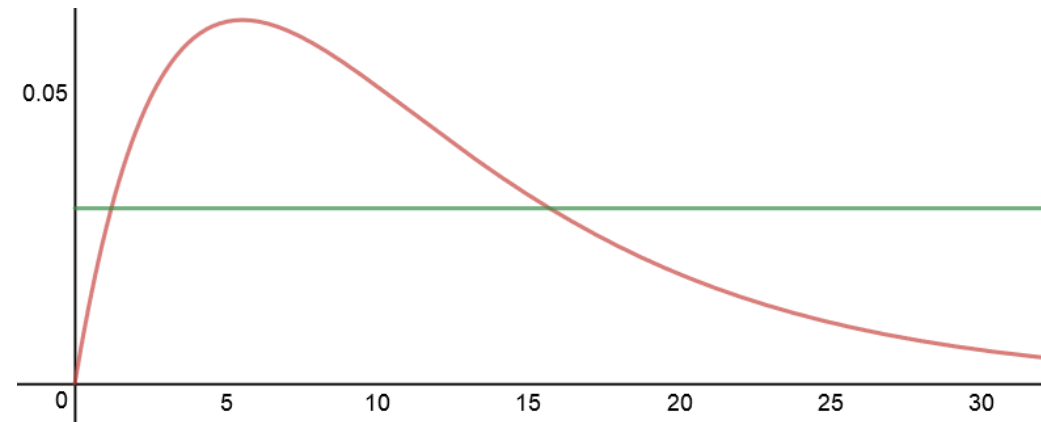
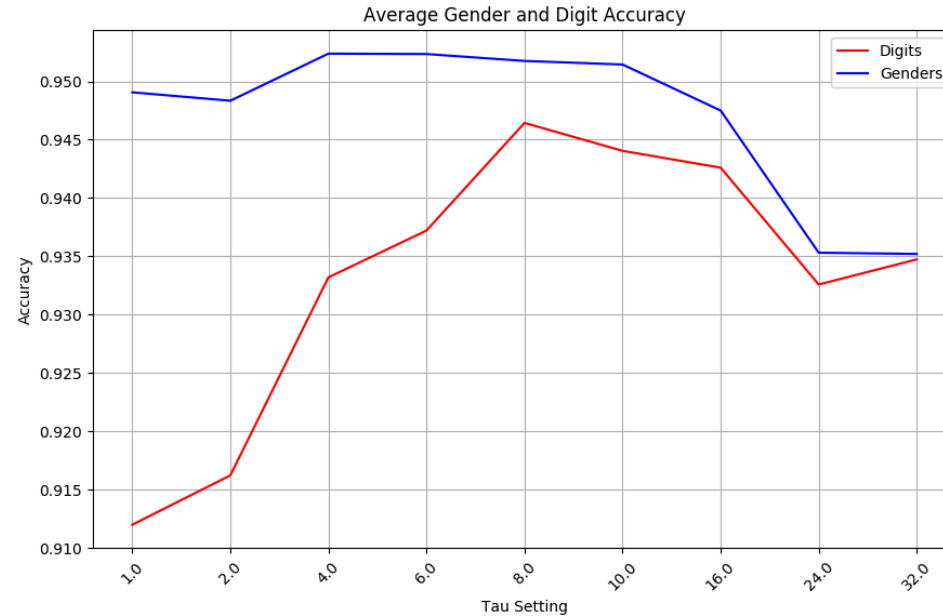


LSM Program Flow



Early Models and Tests

- Started with flat function.
- Neuron vs synapse mode.
- SVM vs LDA.
- Optimal tau settings.
- Overflow.
- Second order response function.

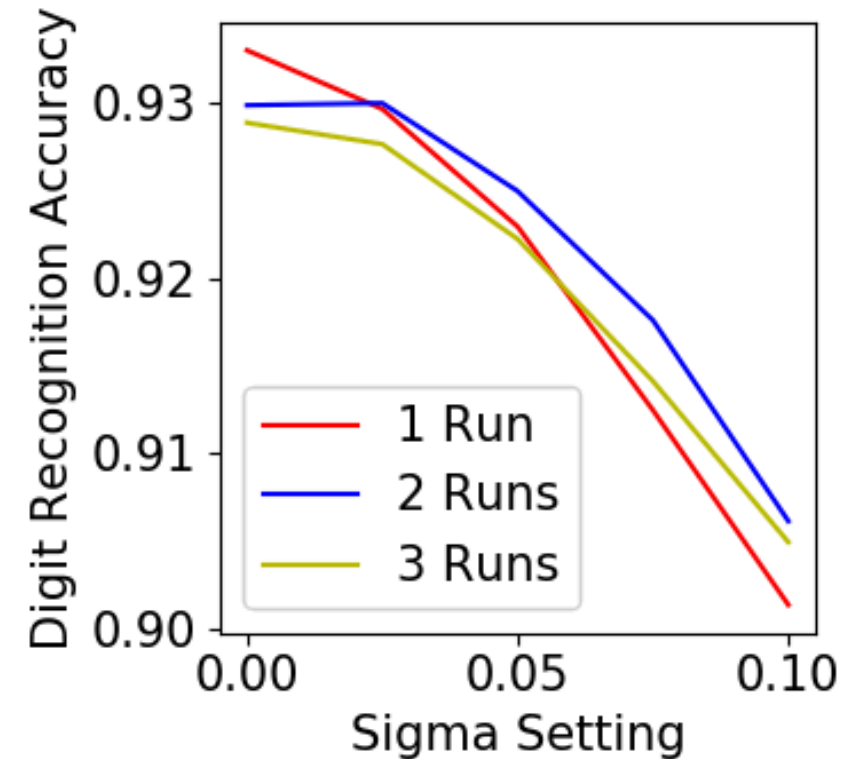


Cross-Sim and Error

- Read noise and write noise.
- Gaussian noise distribution.
- Noise never helps, but can be resisted.
- Tried several noise resistance techniques.
 - Multiple runs.
 - Multiple crossbars.
 - Random response function.
 - Neural net classification.

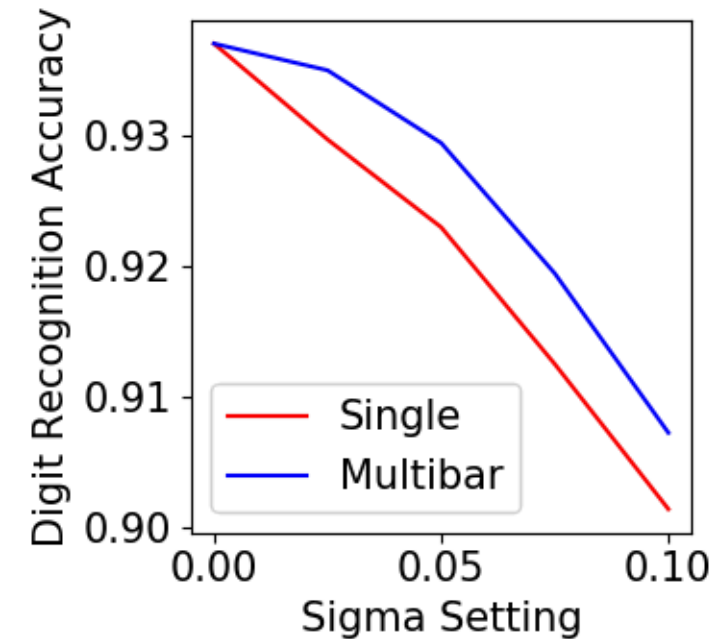
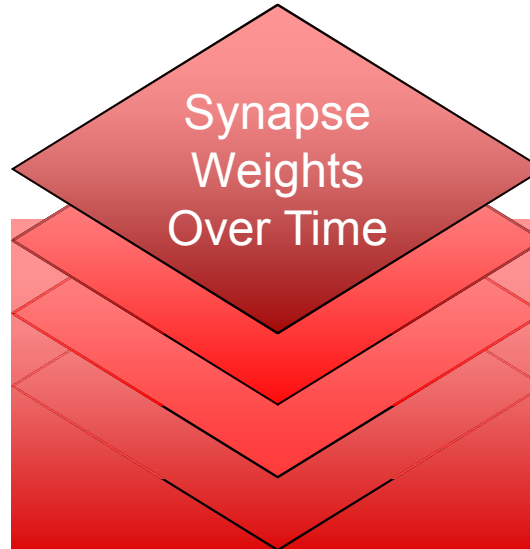
Multiple Runs

- Run data through liquid multiple times for multiple noisy readings.
- Helps accuracy slightly.
- Optimal amount of runs.
- May cause overfitting.



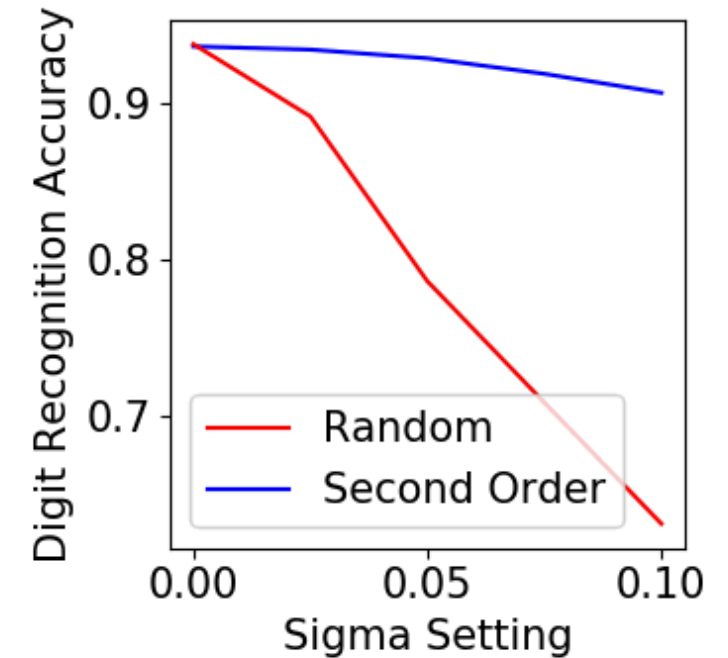
Multiple Crossbars

- Utilize multiple crossbars and scale weights to function during setup.
- Improves accuracy slightly.



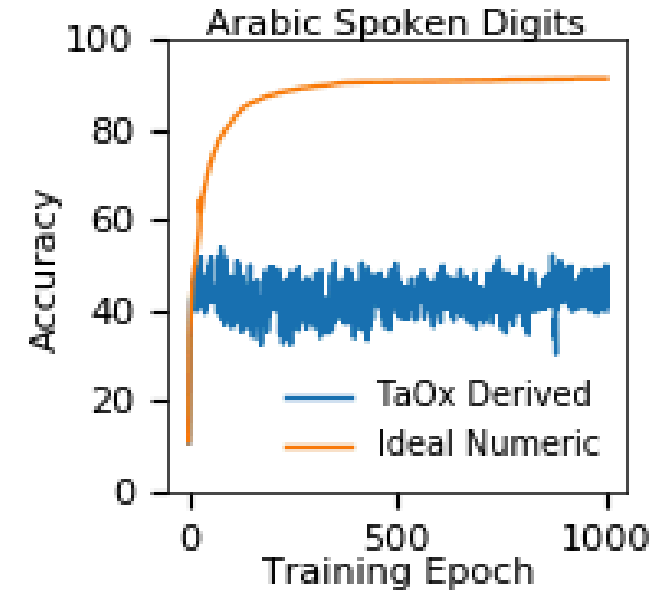
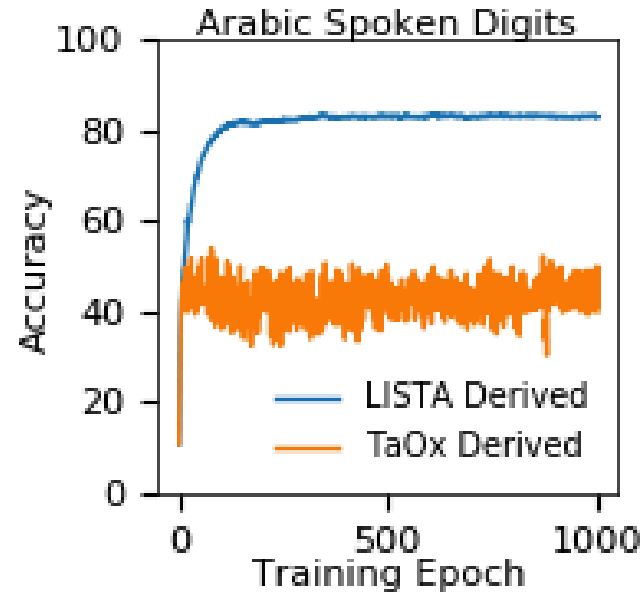
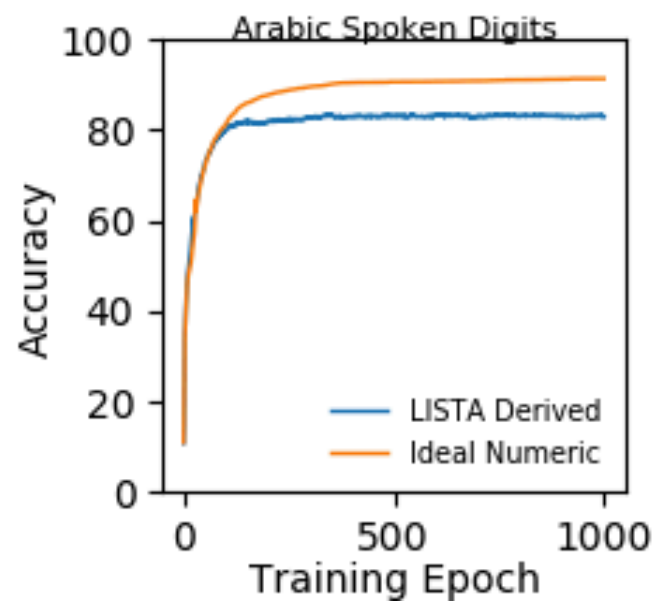
Random Response Function

- Fully utilizes features of multiple crossbar setup.
- May be able to be improved.
- More testing required.



Neural Nets

- Conducted on 5% noise data.
- Peak accuracy of 91% with ideal parameters.



Summary

- Peak accuracy of around 93-94% with second order function.
- LSM on Crossbar devices can retain 90% accuracy past 10% read noise.
- Various techniques can be combined to further increase accuracy.
- LSM is well suited to STPU architecture.

Future Work

- Possible means of training the liquid.
- Classifying based off of firing history.
- Optimizing SVM/LDA classification.
- Optimize parameters of net for each function.

